

CURRICULUM SUBJECT OVERVIEW – COMPUTING



The Hawthorns
Primary School

OUR SCHOOL VISION

The children of The Hawthorns are at the heart of all that we do. As a whole school community, we nurture and challenge our children within a caring environment, so they grow both personally and academically.

We are passionate about developing the whole child; encouraging them to have a growth mindset, believe in themselves, aspire to achieve their best and become resilient lifelong learners.

We uphold a strong sense of belonging by valuing our children's individuality and celebrating diversity to ensure all our children thrive.

OUR CURRICULUM VISION

At The Hawthorns Primary School, we aim to provide a unique and creative learning experience with high aspirations for all our pupils.

Our exciting and innovative curriculum is tailored to inspire and challenge each individual child so they develop a passion for learning and aspire to be successful.

The curriculum offers a wealth of knowledge through real life experiences to foster a spirit of curiosity and purpose, encouraging children to make connections and equipping them with the skills needed for their futures.

SUBJECT INTENT

At The Hawthorns, we aim to develop all pupils' computing skills to prepare them for the future in a digital world. We are committed to fulfilling our aim for all children to leave primary school digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. As technology is ever changing and developing it is vital that our computing education equips pupils with the opportunities for computational thinking and creativity to help them understand and change the world. We want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to understand that there is always a choice.

Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. While developing computing skills, the Hawthorn's Child will be required to pull upon our school's Aspirational Qualities. There will be numerous opportunities for children to show perseverance, ask questions, think creatively and find awe and wonder in the technology available to them.

CULTURAL CAPITAL

The essential knowledge that children need to be educated citizens

Our Computing curriculum provides the opportunity to develop the transferrable skills and concepts our pupils need within other areas of the curriculum. We aim to ensure that computing supports the development of cultural capital for every child. The Computing Science develops concepts such as logic and problem solving while the Information Technology strand enables our pupils to learn how to use technology in a variety of ways to help analyse work, research or collaborate ideas – skills that can be used across any subject area.

Digital safety is embedded throughout our curriculum through Project Evolve and it provides our pupils with the essential knowledge and tools that will enable them to participate effectively and safely in the digital world beyond their time in school. We annually take part in Safer Internet Day where we explore the theme given linking it to our own lives and experiences.

We try to provide opportunities that excite and enthuse our pupils within computing, giving them a curiosity of new technology in the world around them. We want every child in our school to be digitally literate in order to enable them to keep pace with the dynamic world of technology. Our children will be confident, competent and responsible members of the digital world.

IMPLEMENTATION

Our computing curriculum is comprised of three threshold concepts: Computing Science, Information Technology and Digital Literacy. To ensure continuity and progression, along with children's accessibility outside of the classroom, staff follow the Purple Mash Scheme of Work to teach the specific key skills. These are taught within discrete time-tabled lessons which are then embedded and applied in a more focused, creative approach across the curriculum to enhance all areas of learning.

IMPACT

The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Purple Mash '2dos' and assessments and work shared on Google Classroom. By teaching the computing curriculum as we do, pupils will understand the importance of the key skills and will be able to apply them to all areas of their learning across the curriculum. They will be confident, responsible users of technology. The Hawthorns Child will be fluent with a range of tools to best express their understanding and by Upper Key Stage 2, they will have the independence and confidence to choose the best tools to fulfil tasks and tackle any challenges.